HOT KEYS

CTRL+B	Hide/show buildings
CTRL+F	Hide/show foliage
CTRL+V	Hide/show guests
CTRL+G	Hide/show grid
CTRL+S	Save a game
CTRL+L	Load a saved game
CTRL+LEFT ARROW	Rotate counter-clockwise
CTRL+RIGHT ARROW	Rotate clockwise
CTRL+UP ARROW	Zoom in
CTRL+DOWN ARROW	Zoom out
SPACEBAR	Pause/resume game

PLUS SIGN (+)	Increase grid	DELETE	Clear
MINUS SIGN (−)	Decrease grid	BACKSPACE	Undo

C	Construct exhibit	O	Display scenario objectives
D	Adopt animal	Z	Display Zoo Status
H	Hire staff	G	Display Guest Info
B	Buy buildings/objects	E	Display Exhibit Info
M	Show messages	A	Display Animal Info
F	Display file options	S	Display Staff Info

ZOO TYCOON™
COMPLETE COLLECTION

BLUE FANG GAMES™

Microsoft game studios™

SAFETY WARNING

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by taking the following precautions:

• Play in a well-lit room.

• Do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Want to know more about building a successful zoo? We've got you covered! Check out Zoo Tycoon™: Official Strategies and Secrets™, which is available in PDF format on the original blue Zoo Tycoon disc in the Goodies folder (the disc with the elephant on the front)!

GETTING STARTED

Welcome to Zoo Tycoon. You can now build your ultimate zoo! Stock it with all kinds of exotic animals, put in tons of objects, and include all sorts of attractions to bring in more guests as you build your perfect zoo.

To install Zoo Tycoon: Complete Collection

1 Insert the blue Zoo Tycoon disc with the elephant on it into your CD-ROM drive. The main Setup screen appears.

   Note: If Setup does not begin automatically when the disc is inserted, right-click **My Computer**, click **Open**, double-click the CD-ROM drive, and then double-click **Setup.exe**.

2 Click **Install**, and then follow the instructions that appear on the screen.

3 When installation from the blue disc is finished, insert the green Zoo Tycoon disc with the dolphin on it, click **Install**, and then follow the instructions that appear on the screen.

Be sure to install both Zoo Tycoon: Complete Collection CDs to take advantage of all the new features, marine animals, dinosaurs, and more! Information on these Zoo Tycoon Expanded features can be found starting on page 37.

> Get an edge on the game by visiting the
> Zoo Tycoon Insider Web site at
> **www.zootycooninsider.com**
> for hints, tips, tricks, and strategies.

PLAYING ZOO TYCOON

When you first start Zoo Tycoon, you're given a tutorial to follow. After you complete the first tutorial, or after you exit it on your own, you get the following options on the main menu.

Play Tutorial & Scenario Game   Begin playing scenarios—win-or-lose games with predetermined goals.

Play Freeform Game   Let your imagination run wild—the only way to lose is to run out of money.

Load Saved Game   Load a Zoo Tycoon game you've saved earlier or downloaded from the Internet.

Continue Saved Game   Return to the game you last played.

Get New Zoo Tycoon Items   You can get new animals and zoo objects from Microsoft or other players using the Internet or from sources such as a CD. You can find the latest downloadable content at **www.zootycoon.com**.

Freeform Game Zoo Maps

If you're new to Zoo Tycoon, choose a small zoo because it is easier to manage. You can set how much money your zoo has before you start playing. The less money you have when the game starts, the more challenging the game is.

USING THE ZOO TOOLS

Design exhibits that keep the animals happy. A well-cared-for animal is more likely to frolic and generally seems "happier" to guests. Guests stay longer in your zoo if they see playful animals in attractive exhibits. This means more money for your zoo because guests buy more food, beverages, and gifts the longer they stay in the zoo. More money allows you to build bigger and better exhibits and to stock them with more exotic animals.

A good zoo manager:

- Constructs exciting exhibits.
- Makes animals and guests happy.
- Manages funds effectively.
- Hires hard-working staff members.
- Oversees research and conservation programs.
- Makes the zoo beautiful.

The zoo tools help you perform all of these tasks. The Zoo Tycoon interface has four large buttons, located along the upper-left side of the screen. You use these buttons in building your zoo. The names and descriptions of these buttons follow.

Click the right mouse button to deselect any tool you've chosen.

Construction

Building a good exhibit means giving the animals adequate space, allowing guests to see the animals clearly, stocking the exhibit with the right foliage and terrain features, and making sure that zookeepers have easy access to the animals. Clicking the **Construction** button opens a panel containing a set of zoo tools that lets you do all of these activities.

Construction button

Construction

Fences

Fences tab

Zoo Paths tab

Foliage tab

Rocks tab

Terrain Type tab

Terrain Height tab

Undo Previous Action button

Manual Gate Placement button

Iron Bar Fence

$180
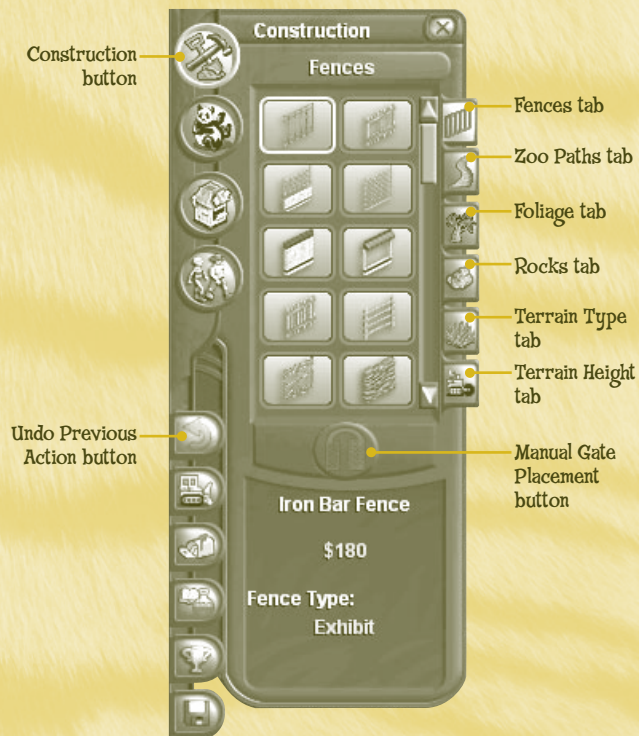
Fence Type: Exhibit

Fences Tab

Fences define the boundary of an exhibit. The fence must fully enclose an area in order for the exhibit to house animals.

Guests prefer a fence that gives them an unobstructed view of the animals in the exhibit, as well as one that lets them feel close to the animals. Some animals, however, like the privacy that a solid fence provides. You must decide which fence type is best for each exhibit and animal.

As exhibit fences age, they wear out and must be replaced to prevent animals from escaping. Maintenance workers repair fences, or you can replace them yourself.

Everything placed within the fence becomes a part of the exhibit.

Fence Types

You can choose to build tall or short fences. Tall fences keep big animals from escaping but are harder to see past than short fences. Short fences don't restrain big animals or animals that can climb or jump, but they're easier to see past.

Exhibit fences are used to contain animals. You can also build decorative fences that beautify your zoo.

Some animals can escape over certain types of fences. You may need to build natural obstacles, such as moats, to keep animals in their exhibits.

Exhibit Space

Most animals are happier with large exhibits than with small ones, but large exhibits are expensive to build. You must judge for yourself how much space is adequate to keep the animal from becoming unhappy. You can start with a small exhibit and then make it larger by adding additional fence segments later.

Six fence segments per side is a good start for a basic exhibit.

Some animals require more space than others, with cheetahs requiring the most space and chimpanzees, gazelles, and wildebeests requiring the least.

Exhibit Gates

The exhibit gate is used by zookeepers to enter exhibits and care for the animals there. You can get information about the exhibit by clicking the gate, which produces the Exhibit List panel (see page 30). The game automatically puts a gate in the exhibit's fence, or you can place it yourself.

To place a gate in a new location

• Click the **Manual Gate Placement** button, and then click the segment of fence where you want the gate to be located.

The closer exhibit gates are to each other, the more efficient the zookeepers are in tending the animals. Don't block the exhibit gate with objects; zookeepers need to get in and out of the exhibit easily.

Zoo Paths Tab

Guests become lost if they don't have paths to follow. Staff members don't need paths.

To build a path

1 Click the **Zoo Paths** tab, and then click the type of path you want.

2 Move the cursor to the area of the zoo where you want the path to start, click and drag the cursor to build a section of path, and then release the mouse button to end the path.

($280)
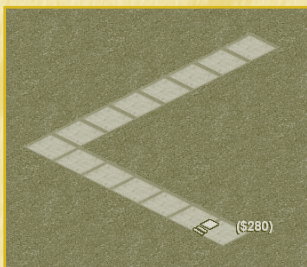
If you're not satisfied with the path you've built, you can remove it by clicking the **Undo Previous Action** button.

Paths connect with each other as long as the terrain is flat or slopes gently. If neither is true, you may be left with a broken path (see illustration below). If there are sharp inclines or cliffs, smooth the terrain with the terrain leveling tools (see page 12).

Broken path
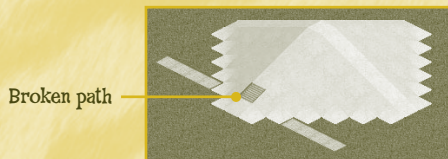
Foliage Tab

Clicking the **Foliage** tab gives you access to a variety of trees and bushes that are important to the happiness of the zoo animals. Check the selected plant's habitat and location information (located at the bottom of the Foliage panel) to make sure an animal will like the foliage in its exhibit.

Topiary

Topiary (plants shaped to look like animals) is expensive but worth it if you're interested in beautifying your zoo.

Flower Beds

Colorful flower beds add to the beauty of your zoo and please guests.

Don't put a tree next to a fence if you have animals that can climb—they'll use the tree to escape!

Try not to place trees in front of areas where guests are likely to stop to view the animals. If guests can't see the animals, the guests become unhappy.

Rocks Tab

Some animals enjoy climbing on rocks. If an animal likes rocks but doesn't find any—or enough—in its exhibit, it may not like the exhibit and become unhappy.

Note that both foliage and rocks can be placed in an exhibit for animals, but foliage and rocks can also be placed around the zoo grounds to beautify them.

Modify Zoo Terrain

Animals are happy when their exhibit matches their natural habitat. You can change the exhibit's surface or elevation by clicking the **Construction** button, and then clicking either the **Terrain Type** or **Terrain Height** tab.

Modify Terrain
Terrain Height

Construction button

Decrease Tool Size button

Increase Tool Size button

Change Terrain Height tools

Terrain Type tab

Terrain Height tab

Undo Terrain Changes button

Accept Terrain Changes button

$0
Click and drag up or down to create hills and valleys.
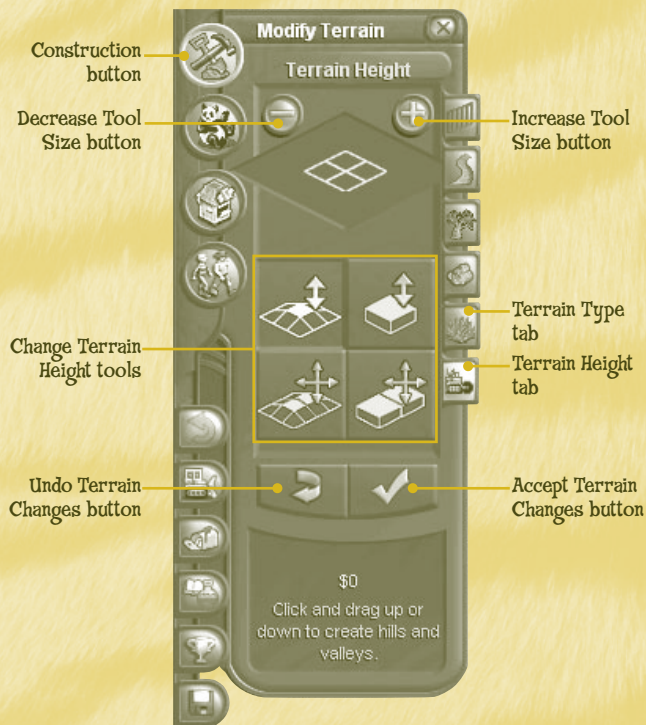
Terrain Type Tab

Choose this tab to convert the existing surface type into the kind the animal prefers. (See page 15 to learn how to determine what the animal likes.)

To change the terrain type

1 At the top of the Terrain Type panel, change the size of your tool by clicking the **Increase Tool Size (+)** button to increase its size or the **Decrease Tool Size (–)** button to decrease its size.

Terrain is changed by applying a terrain tool to the landscape of your zoo.

2 Click the type of terrain you want to use.

3 Place the cursor over the area you want to change, and then click and drag the cursor to modify the terrain.

4 Click the **Accept Terrain Changes** button to make the change permanent, or click the **Undo Terrain Changes** button to start over.

As you convert terrain, a cost appears in the lower portion of the Terrain Type panel. This is a running total, and you are not charged this amount until you click the **Accept Terrain Changes** button, deselect the terrain tool, switch to a new tab, or close the Construction panel.

Any unhealthy or unhappy animals may trample the terrain in their exhibit, and you will have to replace the terrain.

Terrain Height Tab

This tab contains options that let you build hills, valleys, cliffs, and moats. Some animals, such as the markhor, like lots of elevation in their exhibit. The tools function much the same as the Change Terrain Type tools.

> Use a small shovel when making changes—it's easier to control your changes that way.

Change Terrain Height Tools

- The upper-left tool creates gradual changes in terrain height, producing hills and valleys.

- The upper-right tool creates abrupt changes in terrain height, producing cliffs and moats.

- The lower-left tool levels gentle terrain by leveling hills or by filling valleys.

- The lower-right tool levels steep terrain by leveling cliffs or by filling moats.

Create gradual hills or valleys — Create sheer cliffs or moats

Level hills or valleys — Level cliffs or moats

Note that a grid appears when you click this tab. The grid helps you plan your changes.
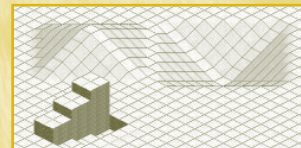
To alter the terrain height

1. At the top of the Terrain Height panel, select the size of your tool. The tool can be as small as one square by one square, or as large as five squares by five squares.

2. Select the tool appropriate for the kind of change you want to make. The tools are described on page 12.

3. Place the cursor over the area you want to change, and then click and drag the cursor horizontally across the area to level the terrain or upward to raise the height or downward to lower it, depending on the tool you've selected.

If you're not happy with the changes you've made, click the **Undo Terrain Changes** button, which erases your changes, leaving your zoo unaffected. Otherwise, click the **Accept Terrain Changes** button.

Adopt Animals

After you've built an exhibit, it's time to adopt animals to place in it. There is a wide variety of animals to choose from, ranging from less expensive, commonly available animals to expensive, rare animals. More animals become available as you fund research and conservation programs (see page 23).

Clicking the **Adopt Animals** button opens the Creatures panel.
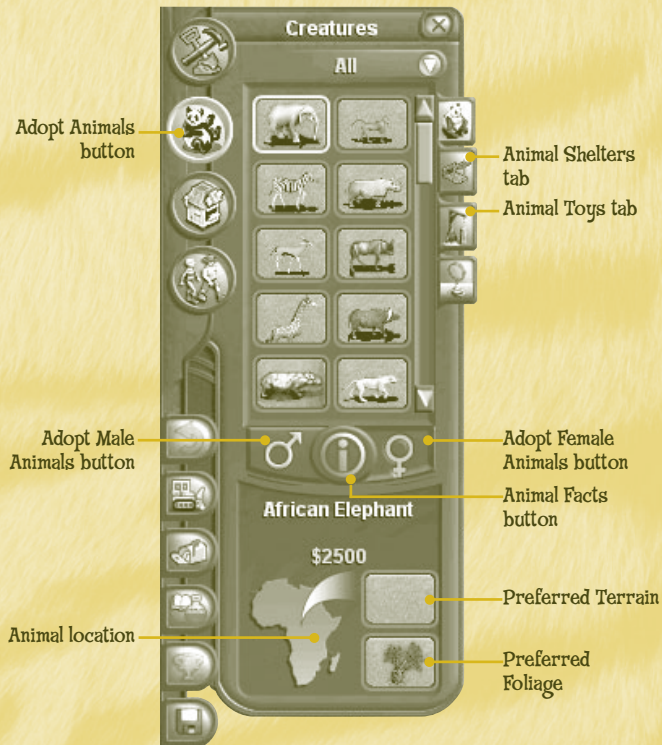
When you select an animal in the Creatures panel, a brief summary—the animal's cost to adopt, the geographical location in which it is naturally found, its habitat, and the kinds of exhibit features it prefers— appears at the bottom of the panel. For additional information about that animal, click the **Animal Facts** button.

Want to hear the pitter-patter of little paws? Put a male and a female animal in your exhibit so they can create baby animals.

Animal Facts Panel

This panel contains a large image of the animal you've selected, as well as detailed information about the animal, including what it likes in its exhibit and its behavior in captivity.

Adopt Animals button

Animal Shelters tab

Animal Toys tab

Adopt Male Animals button

Adopt Female Animals button

Animal Facts button

Animal location

Preferred Terrain

Preferred Foliage

African Elephant

$2500

Animal Facts

Lion

The lion is the largest African carnivore. The native habitat of the lion is the wide savannah of central and southern Africa. This region's wide swaths of tall grasses provide excellent coverage for lions on the hunt, and the occasional tree provides shade for resting lions. The lion spends over 20 hours a day resting, usually in the shade of trees or rocks. However, the lion is a very athletic cat, capable of impressively long and high leaps. They are also terrific climbers.

Animal Shelters Tab

Some animals like to have their own house within their exhibit. They may become too excited by the crowds or need a quiet place to sleep.

The Animal Information panel (see page 32) provides details about each animal, including whether it requires a separate shelter and the kind of shelter it prefers.

Not all types of shelters are available at the beginning of the game. As your zoo funds research, better shelters become available.

Animal Toys Tab

Click this tab to see the toys you can place in exhibits. Some animals love toys (monkeys love monkey bars, for example). More toys become available through research programs (see page 23). Toys increase animal happiness.

Placement of Objects in Exhibits

When you place objects, such as a shelter, foliage, rocks, or animal toys, in an exhibit, you can choose which direction they face.

To place an object in an exhibit

1 Click the object you want to place, and then move the cursor to the area of the exhibit where you want the object to be placed.

   If you want the object to face a different direction, click one of the **Rotate Object** buttons to turn the object around. (Note: The image of the object rotates in the panel, not on the gameplay screen, and you must rotate the object before you place it.)

2 Click to place the object. If you're not happy with its placement, click the **Undo Previous Action** button, and then place the object again.

Rotate object counter-clockwise   Rotate object clockwise

When you place an object in an exhibit, a green happy face or a red sad face may appear. A sad face means placing the object makes the animal unhappy. A happy face means it makes the animal happy. If neither face appears, it means the animal feels neutral about the object.

Buy Structures

Click the **Buy Structures** button to open the Structures panel, which has two tabs: **Zoo Buildings** and **Zoo Scenery**. Use these tabs to place buildings and to beautify your zoo.

Structures

Zoo Buildings

Zoo Buildings tab

Zoo Scenery tab

Buy Structures button

Rotate object counter-clockwise

Rotate object clockwise

Drink Machine

$50

Zoo Buildings Tab

Most zoo buildings generate income, except restrooms, which keep guests happy, and the buildings such as the Petting Zoo and the Japanese Garden, which attract guests. Not all buildings are available at the start of the game. By funding research projects, you can add more buildings to your zoo.

The compost building doesn't attract guests, but it does generate income for the zoo.

After you place a building, click it to display its Building Information panel. If the building sells anything, the items it sells are pictured at the bottom of the panel. Click the up or down arrow to change the price charged for these items. Or click the green dollar symbol to sell the building and remove it from the zoo. In addition, the panel may contain the following informational tabs.

Status   Shows totals and items sold.

Finance   Shows the building's profitability.

Change Color   Provides other colors for the building's roof.

Building Information

Ice Cream Stand 2

$2.00

Sell Building button

Customers: 0
Total Customers: 0
Total Income: $0
Items Sold:

Status tab

Finance tab

Change Color tab

Items sold
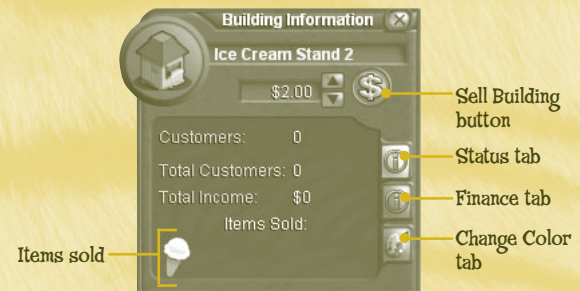
To change a building's roof color

1 Click the building to access its information panel.

2 Click the **Change Color** tab, and then click the colored square to display the colors that can be substituted for the current roof color.

3 Click any of the new colors shown to change the roof's color.

Zoo Scenery Tab

An inviting zoo environment, complete with extras, keeps guests happy.

Benches   Let tired and unhappy guests sit and relax, when the benches are conveniently located. As guests relax, their energy replenishes, thereby encouraging them to continue walking around your zoo—and to spend more money buying food and gifts and visiting attractions.

Exhibit Signs   Beautify the zoo and educate guests about exhibits.

Picnic Tables   Let guests sit to eat. Standing to eat makes guests unhappy.

Trash Cans   Help keep zoo paths clean, when the cans are conveniently placed. Without trash cans, guests throw trash on the ground. Trash cans are emptied by maintenance workers.

Observation Areas   Help beautify your zoo.

Hire Staff

As zoo manager, you oversee the work of several types of employees: zookeepers, tour guides, and maintenance workers. (For information on scientists and marine specialists, refer to the Zoo Tycoon Expanded Features section starting on page 37.)

To hire staff

1 Click the **Hire Staff** button, and then click the staff member you want to hire.

2 Move the cursor to the area where you want the staff member to begin working, and then click to place the staff member.

> How well a zookeeper performs depends on the number of animals—not the number of exhibits.

Click the **Information** button to display the Staff Facts panel, which provides specific information about each worker's duties.

> **Staff Facts**
>
> **Staff Duties**
>
> Zookeepers are staff members that provide care to the animals in the zoo. They clean and maintain the exhibits and are paid on a monthy basis. Zookeepers can be assigned to a specific exhibit and specialize in the care of the animals in it, or they can be left to make their own decisions and perform their routine duties.
>
> **Zookeeper**
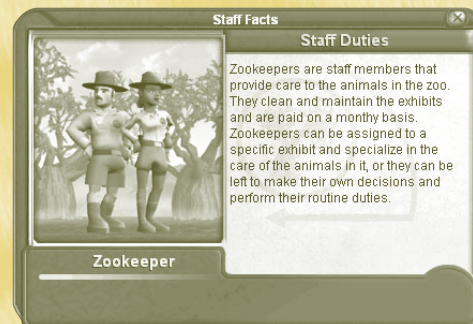
Zookeepers   Feed, heal, and clean up after the animals.

Tour Guides   Share information about the zoo with guests.

Maintenance Workers   Repair exhibit fences, pick up trash, and clean up after guests.

MANAGING YOUR ZOO

Manage your zoo by using the tabs along the lower-left edge of the gameplay screen.

Undo Previous Action Tab

Click this tab to take back the last object placed or action done.

Clear Objects Tab

Choose this tab to clear any object from your zoo (except for animals, guests, or staff). Note that clearing an object this way sells the object. You get back part of the money you spent on the object.

To clear an object

> To clear multiple items, draw a box with the cursor—all the zoo objects inside the box are deleted when you release the mouse button.

1 Click the **Clear Objects** tab, and then place the cursor over the object you want to clear.

2 Click to clear the object.

Message List Tab

This tab lists the on-screen messages that have been generated about your zoo. Click it once to display the list of messages; click it again to hide the list.

Research and Conservation Tab

If you're playing a freeform game, your zoo begins with simple technology and limited availability of animals. By researching the latest in zoo methods, your zoo can use advanced features and adopt rare and endangered animals—thereby attracting more guests.

> Zoo funding begins at zero, which means that you must increase the funding to get great stuff.

The Research/Conservation panel's tabs display information about current conservation and research programs. The project's title, an image representing it, and the estimated time to complete it are displayed for each program. The more funding you give to a program, the quicker it is completed.

Scenario Information Tab

If you're playing a scenario, the background and goals of the scenario are displayed here. (Note: This tab is only available when you're playing a scenario or tutorial.)

Game Options Tab

Clicking this opens a panel containing the following tabs.

File Options   Loads a previously saved game, saves a game in progress, returns to the main menu, or exits Zoo Tycoon.

Sound & Video   Controls the sound volume, screen size, and video resolution and provides terrain blending options.

Tool Tips   Displays long or short tool tips (text that appears when your cursor hovers over an item). Long tool tips are on by default.

Advanced Options   Controls options that affect game performance.

Help/About   Displays Help and other Zoo Tycoon information.

Game Options

File Options

File Options tab

Sound & Video tab

Tool Tips tab

Advanced Options tab

Help/About tab

Load Game

Save Game

Main Menu

Exit Game

Game Options tab

Map

In the lower-left corner of the screen, you see a green, diamond-shaped area. This is a minimap of the zoo. The white square represents what is on the gameplay screen at the moment. Click the minimap to move to any place in your zoo. Zoom in or out by clicking the **Zoom In** (**+**) or **Zoom Out** (**–**) button. Change your perspective on the zoo by clicking the **Rotate Clockwise** or **Rotate Counter-Clockwise** arrow.

Zoom buttons

Rotate buttons

Camera button

Minimap

Click the **Camera** button to take a snapshot of your zoo that you can then share with other players. The image is saved in a screen shots directory in the Zoo Tycoon folder.
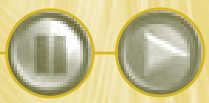
Accessing Zoo Information

The buttons and bars along the bottom of the screen help you monitor your zoo.

Pause/Resume Game   Zoo Status   Animal List   Exhibit List

Mar, Year 1 $106,607

Current Date   Available Cash   Guest List   Staff List

Pause/Resume Game Button

Click this button to pause Zoo Tycoon; click it again to resume your game. You can also press the SPACEBAR to pause the game.

Current Date Bar

This shows how much time has passed since your zoo started. It begins counting at January, Year 1.

Available Cash Bar

This shows how much money you have available to spend on improvements to the zoo.

> When the game is paused, animals won't provide feedback when you place objects in their exhibits.

Zoo Status Button

Clicking this button opens a panel that contains the following tabs: **Zoo Information**, **Income/Expenses**, **Zoo Graphs**, **Zoo Awards, Commerce Buildings,** and **Completed Research & Conservation**.

Zoo Status

Zoo Information

Zoo Name — Small Grassy Zoo

Admission Price — $22.00   Adult Cost $22.00   Child Cost $11.00

Number of Animals	2
Number of Exhibits	1
Number of Attractions	0
Number of Guests	27
Number of Staff	1
Number of Zoo Benefactors	0

Zoo Marketing   Monthly Funding $0 none

- Zoo Information
- Income/Expenses
- Zoo Graphs
- Zoo Awards
- Commerce Buildings
- Completed Research & Conservation

Zoo Information Tab

This tab shows the admission price and current numbers of animals, exhibits, attractions, guests, staff, and zoo benefactors. It also lets you rename your zoo.

> Use this tab to change the admission price at your zoo.

Zoo Marketing

Click the **Increase Marketing Funding** (**+**) or **Decrease Marketing Funding** (**–**) button to change the amount of money your zoo spends on marketing activities, which increase the number of guests coming to the zoo.

Income/Expenses Tab

This tab shows a list of the zoo's income, expenses, cash on hand, and total financial value.

Zoo Graphs Tab

Click this tab to display the following useful information about your zoo.

Rating over Time   Shows your zoo's rating over the past several months. Your zoo earns a higher rating if you have lots of happy animals and guests.

Keep an eye on the zoo rating graph. It's important for many scenarios and is a good overall indicator of how you're doing.

Zoo Donations   Lists how much money has been donated.

Zoo Profit   Shows how much money the zoo is earning.

Zoo Attendance   Shows the number of admissions during the past few months.

You can also change each topic's format by clicking the **Line Graph** or **Bar Graph** button on this tab.

Zoo Awards Tab

The awards your zoo has won are displayed here.

Animal List Button

Clicking this button reveals a list of the animals currently on exhibit in your zoo. To sort the animals, you can apply one of several different filters: all animals, sick animals, animals that are unhappy with their exhibits, angry animals, hungry animals, or escaped animals.

To sort the list of animals

- Click a filter button to display a list of animals that matches the filter.

Animal Happiness Bar

This bar, located to the right of the **Animal List** button, indicates the average happiness of all of the animals. It measures the animals' satisfaction with their exhibits, how well they're fed, their health, and other factors. The longer the bar, the happier the animals are in the zoo.

Guest List Button

Clicking this button opens a panel listing all the guests in your zoo. To sort the guests, follow the same procedure as for the animal list to apply one of the following filters: all guests, thirsty guests, guests looking for a restroom, angry guests, hungry guests, or guests who are tired (low on energy).

Guest Happiness Bar

This bar, located to the right of the **Guest List** button, measures the average happiness of all the guests, based on their energy level and how well their needs for a restroom, food, and drinks are being met.

If the bar is yellow, it means the guests are unhappy. If it turns red, it means the guests are angry.

Exhibit List Button

Click this button to show information about any exhibit. You can choose from a list of all exhibits in the zoo.

The fence icon depicts the condition of the exhibit's fence. If the icon is green, the fence is in good condition. If it's yellow, the fence is in bad condition and should be replaced or fixed. If it's red, at least one segment has been worn away or broken.

Damaged fence

Fence in good condition

Exhibit/Show List
African Giraffes

African Giraffes
Lion Kingdom
Bottlenose Dolphins

Exhibit Information
Constructed:
Jan 1, Year 1
Upkeep
Last: $0.00
Current: $0.00
Total: $0.00
Staff Assigned: No

Exhibit Information Tab

This tab contains information about the zoo's status.

Upkeep Amount spent last month and in the current month, as well as total spent.

Constructed When the exhibit was constructed.

Staff Assigned Whether a staff member is assigned to the exhibit.

You can rename an exhibit by clicking the exhibit name at the top of the panel, and then typing a new name over the old one.

Animals Tab

This tab shows all the animals in the exhibit.

Thoughts Tab

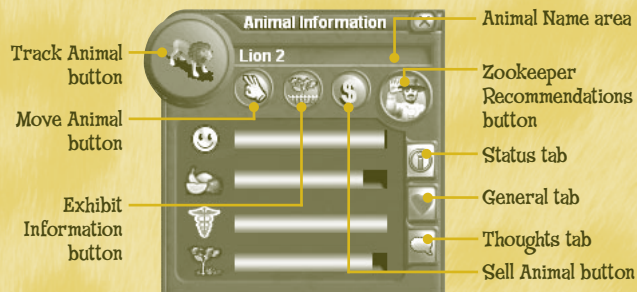This tab lists guests' thoughts about the exhibit.

Staff List Button

Clicking this button displays a panel listing all staff members in the zoo. To sort the staff members, apply one of the following filters: all staff, unassigned staff members, assigned staff members, animal caretakers, maintenance workers, or tour guides.

ANIMAL, GUEST, AND STAFF INFORMATION PANELS

When you click an animal, guest, or staff member, a panel appears that contains a variety of information about the selected animal or person. Much of this information can also be found when you click the Animal List, Guest List, or Staff List button at the bottom of the screen.

Animal Information Panel

Clicking an individual animal displays the Animal Information panel, which has three tabs that show a variety of information about the animal.

Track Animal button
Move Animal button
Exhibit Information button

Animal Name area
Zookeeper Recommendations button
Status tab
General tab
Thoughts tab
Sell Animal button

Animal Information
Lion 2

Status Tab

This tab measures four areas of animal satisfaction: happiness, hunger, health, and exhibit suitability.

General Tab

This tab gives the animal's gender and how long it has been since it ate and slept.

Thoughts Tab

This tab lists guests' thoughts about the animal.

In addition, you can click the buttons to perform the following activities.

Track Animal   Tracks the selected animal's movements. Click the button again to stop tracking.
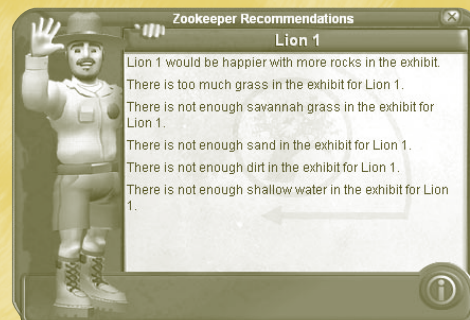
Animal Name   Gives the animal a new name.

Move Animal   Moves the selected animal to a new location. You cannot place an animal outside an exhibit. You can also double-click an animal to pick it up.

Exhibit Information   Displays the same information as the **Exhibit List** button on the bottom of the screen.

Sell Animal   Sells the selected animal. Unhappy animals earn less money when they're sold than happy ones.

Zookeeper Recommendations   Displays recommendations from the zookeeper for improving exhibits.

Zookeeper Recommendations
Lion 1

Lion 1 would be happier with more rocks in the exhibit.

There is too much grass in the exhibit for Lion 1.

There is not enough savannah grass in the exhibit for Lion 1.

There is not enough sand in the exhibit for Lion 1.

There is not enough dirt in the exhibit for Lion 1.

There is not enough shallow water in the exhibit for Lion 1.

Guest Information Panel

Clicking an individual guest displays the Guest Information panel, which has three tabs that show a variety of information about the guest. You can track the guest's movements by clicking the **Track Guest** button or rename the guest by typing a new name in the **Guest Name** area.

Track Guest button — Guest Name area
Happiness
Drink needs — Status tab
Food needs — General tab
Restroom needs — Thoughts tab
Energy

Status Tab

This tab displays an array of meters showing the guest's satisfaction level. The longer the bar, the better the guest feels. Five areas of guest satisfaction are measured: happiness, drink needs, food needs, restroom needs, and energy. It's important for a guest's satisfaction to keep all of these bars as full as you can.

General Tab

This tab displays the length of time the guest has spent in the zoo, the guest's favorite animal, and what the guest is carrying.

Thoughts Tab

This tab displays the guest's thoughts. Use this information to see what you need to provide your guests.

Staff Information Panel

Clicking an individual staff member displays the Staff Information panel, which has two tabs for managing the staff member's work.

Track Staff Member button — Staff Member Name area
— Assign Exhibit button
Move Staff Member button — Status tab
— Job Assignment tab
Fire Staff Member button

Status Tab

This tab displays the following information: monthly salary, current duty, and what training has been completed through research and conservation programs.

Job Assignment Tab

You can use this tab to add or subtract staff assignments.

In addition, clicking the following buttons enables you to perform the activities listed.

Track Staff Member   Tracks the selected staff member's movements. Click the button again to stop tracking.

Staff Member Name   Gives the staff member a new name.

Move Staff Member   Moves the selected staff member to a new location. You can also double-click staff members to move them.

Add Exhibits to Schedule   Adds exhibits to the worker's schedule.

To add exhibits to a worker's schedule

• Click the **Add Exhibits to Schedule** button, and then select the exhibit you want to add to the worker's schedule.

Staff members care only for the exhibits on their assignment lists and ignore all other exhibits. If you want your staff members to care for all exhibits, do not assign any specific exhibit to them and they will share their time among all exhibits. Zookeepers assigned to specific exhibits, however, become better at treating the animals in those exhibits.

ZOO TYCOON EXPANDED FEATURES

Installing the green Zoo Tycoon: Complete Collection disc (with the dolphin on it) provides you with several additional features that make it easier to maintain exhibits and control zoo objects.

Assigning Maintenance Workers to Tasks

You can assign maintenance workers to carry out specific tasks. To do so, click a maintenance worker, and then click the **Assignments** tab on the Staff Information panel. Select assignments to have the worker carry them out; clear the check box to remove the assignment from the worker's task list.

Moving Guests

Find you've got a pesky guest who's wandered out into the middle of nowhere? Pick up guests in the same way you pick up animals. Click the guest you want to move, and then click the hand icon in the Guest Information panel to pick up the guest. (You can also double-click guests to pick them up.)

Viewing Completed Research

Check out the research you've completed by clicking the **Completed Research & Conservation** tab in the Zoo Status window, which you can access by clicking your entrance gate.

Special Water Buildings

Some water-themed buildings must be placed on terrain water tiles, such as the boat rental shack and the swim shack.

Hiding Zoo Objects

For an unobstructed view of your exhibits, use the buttons in the lower-left corner of the screen to hide or display various objects throughout your zoo.

To hide or display ...

... foliage   ... guests   ... buildings

Sorting

Using the drop-down menus at the top of the Construction, Creatures, Structures, Hire Staff, and Research/Conservation panels, you can view only original Zoo Tycoon content, Dinosaur Digs content, or Marine Mania™ content, or all three at once.
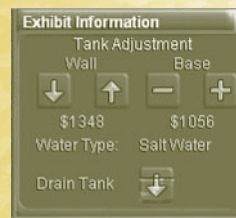
Building Management

To determine the revenue generated by your food stands, composting facilities, and other profitable buildings, click the **Commerce Building List** tab in the Zoo Status window. The Zoo Status window can be accessed by clicking your entrance gate.

Number of visitors, sorted by most to least popular

Total profit, arranged by most to least profitable

Average profit, arranged by most to least profitable

Months in operation, listed by oldest to newest

Building type, alphabetized by type

Zoo Status

Commerce Building List

Building Name	Months	Visitors	Profit	Avg Profit
Bronto Burger Stand 1	2	0	($50.00)	($25.00)
Dinosaur Cinema 1	2	17	$60.00	$30.00
Drink Stand 1	2	1	($46.00)	($23.00)
Hot Dog Stand 1	2	0	($50.00)	($25.00)
Pizza Stand 1	2	1	($41.00)	($20.50)
Restaurant 1	2	4	($428.00)	($214.00)
Animal Theater 1	2	19	$166.00	$83.00

Creating Marine Exhibits

In-Ground and Above-Ground Tanks

Exhibit Information
Tank Adjustment
Wall   Base
$1348 $1056
Water Type: Salt Water
Drain Tank

Unlike in land exhibits, in marine exhibits you can control the height of the tank walls and the elevation of the bottom, allowing you to create a variety of tanks for different sizes of animals.

After you place the tank, you can raise and lower the tank walls and tank base using the **Modify Tank** tab on the Exhibit Information panel, which you can access by clicking the tank's platform.

Draining Tanks

Tanks are filled automatically when you create an exhibit. If you need to drain the tank, click the **Drain/Fill Tank** button on the Exhibit Information panel.

Salinity

Marine exhibits have a few more variables to keep track of than other exhibit types. Although the water defaults to salt water, you can drain the tank and refill it with either salt water or fresh water.

Marine Specialists

Your zookeepers are great for elephants and tigers, but they're in over their head when dealing with the special needs of marine life. You can hire marine specialists from the same place you hire zookeepers and other zoo staff, on the Hire Staff panel.

Filtration

You need to keep clean water in your tanks—dirty water makes your animals unhappy. Purchase tank filters from the **Fences** tab on the Construction panel. Marine specialists also clean tanks, but it keeps them from other tasks, such as running shows. Note that tank filters may not be available right away.

Remember that your filters can break down. If you see one sputtering and smoking or sitting idle, get a maintenance worker on it right away.

Combined Land and Water Exhibits

Not only can you create tank exhibits for marine-based creatures, but you can add a tank exhibit portion to a regular land exhibit for any animal that enjoys a good swim. Construct combined exhibits by building a tank exhibit adjacent to or within an existing land exhibit, making sure the animal can get into the water. But make sure that your animals can't climb out the other side of the tank and escape!

Hiring the Appropriate Staff Member

Some animals who love water require zookeepers or scientists to care for them instead of marine specialists. For more information on assigning the appropriate caretaker to your animals, visit the Zoo Tycoon Insider Web site at **www.zootycooninsider.com**.

Creating Aquatic Shows

For step-by-step instruction on setting up a show, see the interactive Marine Mania tutorials.

Everyone loves seeing a dolphin jump through a hoop or an orca perform a spectacular breach. Getting your marine animals to perform is a great way to attract guests and make additional money for your zoo.

Constructing a Show Exhibit

To set up a marine show, you'll need to construct a show tank where the animals will perform. Show tanks have their own special walls, which you can purchase on the Construction panel just like all other walls in Zoo Tycoon.

Show tanks must be constructed alongside an existing exhibit tank—when you construct the show tank, a portal is placed between the two. The animal will live in its exhibit tank but will swim into the show tank for its scheduled performances.

Purchasing a Show Animal

Not every animal wants to be a star. Only five animals perform shows in Marine Mania. These animals are designated by a star next to their icon on the Creatures panel.

Purchasing a Grandstand

Purchase grandstands and place them near the show tank to keep your guests happy. Grandstands are mandatory if you want to charge an admission fee for performances.

Adding an Advanced Trick Area

Performing animals need a specific area set aside in their show tanks where more advanced tricks are performed. Purchase an advanced trick area by clicking the **Show Objects** tab on the Creatures panel.

Adding Show Toys

Some tricks are only performed if the animal has the required toy. Purchase toys by clicking the **Show Objects** tab on the Creatures panel. Toys cannot be placed in the advanced trick area.

Setting Up Performances

Now it's time for the script! When you build a show tank, a program is scheduled automatically. You can adjust the performances for maximum effect using the Show Script panel, accessed by clicking a grandstand or the feeding platform in the show tank exhibit. Remember that you make more money the more shows you have, but too many shows will make your performers unhappy.

Frequency:
Change how often the animals will perform.

Tricks in show:
Change the order of a selected trick in your show.

Potential benefit:
Shows how much happier your guests may be with this sequence of tricks.

Admission:
Change the admission price.

Tricks:
Add and delete selected tricks to and from your show.

Species:
Change the species to perform the show.

Show Script: Show Tank 2
Admission Price: $5.50
Show Frequency: Frequent
Species: Orca
Available Tricks
Beach on Stage
Reverse Spyhopping
Spray Water
Reverse Breach
Tricks in Show
Wave to Crowd
Spray Water

Creating Dino Exhibits

When you've got dinosaurs running around in your zoo, there are some things you'll need to know.

Eggs

Instead of adopting a full-grown animal, with dinosaurs you adopt their eggs.

To adopt a dinosaur

- Click the **Adopt Animals** button and select your dinosaur on the Creatures panel. When you click the dinosaur icon and move your mouse to place it in the game, you see a dinosaur egg.

Select the gender for your dinosaurs using the male and female buttons on the Creatures panel.

Scientists

Zookeepers aren't trained to handle the special needs of dinosaurs. Instead, hire scientists and assign them to exhibits the same way you do zookeepers. The scientist tends the egg until it is hatched and feeds and cares for the animal after it hatches.

Research

Remember that funding research is vital to ensuring the continued health of your dinosaurs!

Protecting Guests

You can attract a lot of guests with dinosaurs, but it won't do your zoo rating much good if an Apatosaurus escapes and clears the parking lot with one fell swoop of its tail.

Fences

Dinosaur Digs includes the following enhanced fence types. Guests can be shocked by the electrified fences if they get too close, so be sure not to build paths right next to these fences.

Reinforced concrete

Reinforced concrete/glass

Reinforced concrete/iron bar

Electrified iron bar

Electrified chain link

Dinosaur Recovery Team

Even the best-laid plans, and fences, sometimes fail. Accidents happen (how else would one of your dinosaurs escape?). And when dinos escape, you've got to get them back to their exhibits—quickly! That's where the Dinosaur Recovery Team (DRT) comes in.

To capture escaped dinosaurs, purchase a DRT and place it in your zoo. You can purchase a DRT on the Hire Staff panel.

When a dinosaur escapes, the DRT tranquilizes the dino. Make sure a scientist is nearby to put the dinosaur in a container—otherwise, it might wake up! Once the dino is contained, return it to its exhibit. Just make sure all your fencing is intact first.

TECHNICAL SUPPORT OPTIONS

For all of our support offerings, visit **http://support.microsoft.com**. In Canada, visit **http://microsoft.ca/support/**.

To get started, try the following:

- For articles targeted at specific issues, visit the Microsoft Knowledge Base at **http://microsoft.com/support/**.

- To work with a Microsoft Support Professional over the Internet, submit your issue at **http://support.microsoft.com/directory/ onlinesr.asp**.

- For your product's general support policy, visit **http://support.microsoft.com/directory/onlinesr.asp**.

Phone Support: Toll-free support (800) 537-8324 in the U.S., or (905) 568-3503 in Canada (toll charges may apply). Game hints, codes, or cheats are not provided.

TTY Users: Microsoft text telephone (TTY/TDD) services are available at (425) 635-4948 in Washington State, (800) 892-5234 in the U.S., and (905) 568-9641 in Canada. Game hints, codes, or cheats are not provided.

Worldwide: Support outside the U.S. and Canada may vary. For regional contact details, visit **http://support.microsoft.com/ international.aspx**. If there is no Microsoft subsidiary office in your country or region, please contact the establishment from which you obtained your Microsoft product.

Conditions: Microsoft's support services are subject to then-current prices, terms, and conditions, which are subject to change without notice.